

Data Structures and Algorithms

Lab 1 – C/C++ Primer

Question 1:

- a) Compile and run four programs below to understand how reference works in C++;

<pre>Prog. 1: #include <iostream> using namespace std; int main () { // declare reference variables int& r = 10; cout << "Value of reference r : " << r << endl; return 0; }</pre>	<pre>Prog. 2: #include <iostream> using namespace std; double value = 10; double& passValue() { return value; } int main () { // declare reference variables double interValue = 20.0; double& r = interValue; cout << "Value of interValue reference : " << r << endl; r = passValue(); cout << "Value of value reference : " << r << endl; return 0; }</pre>
<pre>Prog. 3: #include <iostream> using namespace std; double value = 10; double& passValue() { return value; } int main () { // declare reference variables double& r ; r = passValue(); cout << "Value of value reference : " << r << endl; return 0; }</pre>	<pre>Prog. 4: #include <iostream> using namespace std; double& passValue() { double value = 10; return value; } int main () { // declare reference variables double& r = passValue(); cout << "Value of value reference : " << r << endl; return 0; }</pre>

b) Given an enumerator below:

```
enum day
{
    Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday
};
```

Implement three operator s:

```
day *operator--(day &d);
day &operator++(day &d);
day const &operator++(day &d);
```

c) Write statement to describe the differences among three operators in question 2.b.

Question 2:

Consider the following class

```
class testClass
{
private:
    int x;
    int y;
    testClass *o;
public:
    int sum(); // return the sum of the private data members
    testClass (); // set each of x and y to 0.
    testClass (int a, int b); // set x and y to a and b, respectively.
    void getValue(int &a, int&b, testClass*& p); // set x to a and y to b.
    void createObj(int a, int b); // create an testClass Object and assign
    //reference into pointer o.
};
```

a) Implement all methods as described in the comments

b) Create the destruction of test class in order to free all used variable.

Note: thinking in recursive delete. Is there any possible runtime error?

Question 3:

In a forest, the number of rabbits is represented by the following formula.

$$F(n) = F(n-1) + F(n-2) - F(n-3) ; n > 0$$

where, F(n) is value at n-th month, F(1) = 2, F(2) = 4 and F(3) = 9;

Write a recursive function calculate amount of those rabbits at n-th month and print out how many is this recursive function called.

Question 4:

Give the quick sort implementation in c++ :

<pre>#include <iostream> using namespace std; const int INPUT_SIZE = 10; // A simple print function void print(int *input) { for (int i = 0; i < INPUT_SIZE;</pre>	<pre>// The quicksort recursive function void quicksort(int* input, int p, int r) { if (p < r) { int j = partition(input, p, r); quicksort(input, p, j-1);</pre>
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<pre> i++) cout << input[i] << " "; cout << endl; } // The partition function int partition(int* input, int p, int r) { int pivot = input[r]; while (p < r) { while (input[p] < pivot) p++; while (input[r] > pivot) r--; if (input[p] == input[r]) p++; else if (p < r) { int tmp = input[p]; input[p] = input[r]; input[r] = tmp; } } return r; } </pre>	<pre> quicksort(input, j+1, r); } } int main() { int input[INPUT_SIZE] = {500, 700, 800, 100, 300, 200, 900, 400, 1000, 600}; cout << "Input: "; print(input); quicksort(input, 0, 9); cout << "Output: "; print(input); return 0; } </pre>
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- Adjust the code above to print out all quicksort function calls in order. Which is the caller of each recursive function execution.
- Calculate the number of comparison and assignment has been operated by adding some statements.

Question 5:

Give a character set

{ A, B, C, D, E, F }

Write a function to print out all permutation. How many possible permutations are there?

Example:

A B C D E F

A C D B E F

....

F C B D E A